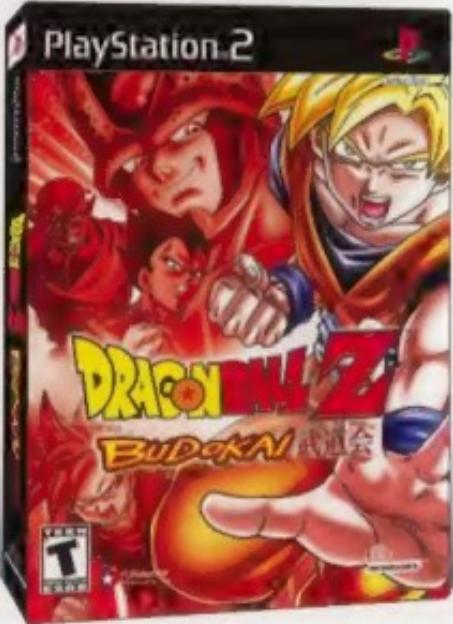


**Now available!**

Dragon Ball Z® Budokai™  
for the PlayStation®2 computer entertainment system



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DIGITAL SOFTWARE ASSOCIATION  
GAMING CONSOLES WITH THE NTSC/U/C



SUS-01558



NTSC U/C

PlayStation®

Part # 24653JC8



**WARNING: READ BEFORE USING YOUR PlayStation® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation® game console and invalidate your console warranty.

**HANDLING YOUR PlayStation® FORMAT DISC:**

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

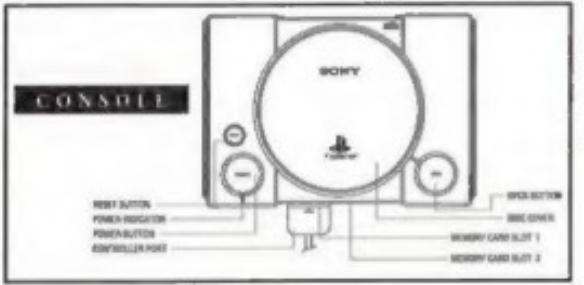
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## GETTING STARTED

**Important!** Do not insert or remove peripherals or MEMORY CARDS once power is turned on. You will need a MEMORY CARD to save your games.

1. Set up your PlayStation® game console according to the instructions in its instruction manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the Dragon Ball Z® Ultimate Battle 22™ disc and close the disc cover.
4. Insert the game Controllers (and MEMORY CARD if you have one).
5. Turn ON the PlayStation® game console. The introductory sequence will begin. Press any button to skip this sequence and go directly to the Welcome screen. Press the START button at the Welcome screen to proceed to the Main Menu (see page 6).



## SAVING AND LOADING

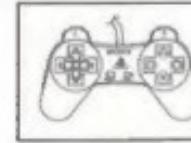
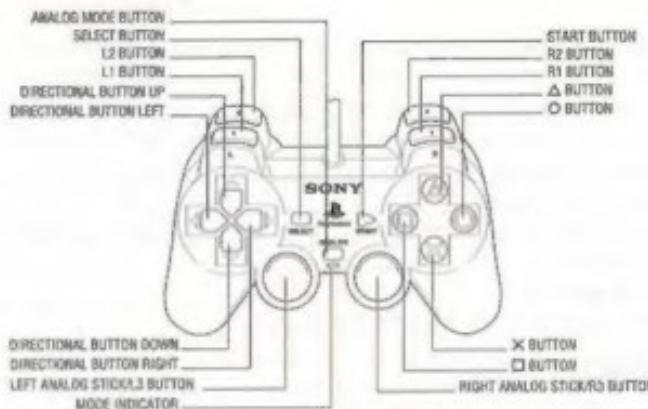
You cannot save a character that you have improved in BUILD UP mode (see page 7) if you do not use a MEMORY CARD. Each saved character requires one free block on your MEMORY CARD. You can save up to 15 characters on one MEMORY CARD.

Two players with saved game data on separate MEMORY CARDS can battle each other (see page 7).

To load a saved character, select BUILD UP from the Main Menu and select a character that you have already built up.

## CONTROLS

DUALSHOCK® playing controller



Compatible only in Digital mode.  
NOTE: You may have a controller that looks like this. If so please follow the digital instructions outlined above.

### GAME MENUS

Directional buttons	Highlight character / Menu item
■ button	Select
▲ button	Back / Cancel
START button	Choose character and game mode

### BATTLE CONTROLS

Directional buttons	Move character
■ button	Kick
● button	Throw Energy Ball
▲ button	Fly
■ button	Punch
■ button + left or right directional button	Grab
L1 button	Run left
R1 button	Run right
START button	Pause

## MAIN MENU

The Main Menu contains the following choices:

### 1P VERSUS COM

Play against the computer and try to beat all 22 enemies.

### 1P VERSUS 2P

Play against a friend. **Note:** Two controllers are required to play a 1P vs. 2P game.

### CHAMPIONSHIP

Sixteen enemies fight against one another in a one-on-one tournament setting. Play on your own (controlling eight of the 16 fighters) or with up to seven friends.

**Note:** As you progress through the tournament, you may be required to participate in a fight using a controller in either port A or controller port B.

### BUILD UP / BUILD UP BATTLE

Develop your characters with more skills and abilities. See next page.

## OPTIONS

Select this to display the Options Menu, which contains the following options:

**AUDIO:** Mono or stereo

**DIFFICULTY:** Computer difficulty level

**HP & STRENGTH:** Toggle on-screen life point display ON / OFF.

## DEVELOPING YOUR CHARACTERS

### BUILD UP

Develop the strength of your favorite characters!

The more you fight, the more your character learns: not only will his attack strength and defenses improve, but also his resistance and fight techniques! You will gain all the experience you need to make your character the most powerful fighter of all.

Before playing, select BUILD UP mode. Choose the character that you want to improve and let the fighting begin!

You fight against a character controlled by the console. Depending on the way you fight, different aspects of your character's personality will develop.

It doesn't matter whether you win or lose -- your character learns and gains experience. So take care to save your fighter's new personality (see Saving and Loading on page 4).

### BUILD UP BATTLE

Put your character's new skills to the test! The character you trained in BUILD UP mode can now fight with his new skills. A friend who has also built up characters can meet you in a duel! To do this, each player must insert a MEMORY CARD containing saved character data into the console. The fight will now be even more exciting! Player 1's data will be on the MEMORY CARD in MEMORY CARD slot 1, and Player 2's data will be on the MEMORY CARD in MEMORY CARD slot 2.

**Note:** Either player can press the L2 button during a BUILD UP battle to make the computer take over for the rest of the duel.



## GOTEN™

A true double of the child super Goku, happy, lively and dynamic...you really are full of energy!

Second son of GOKU and CHI CHI, you are much younger than your big brother but you have already become a Super Saiyan, much like TRUNKS who is about the same age as you — true proof of your skills! Of course, you are not that experienced, so your attacks seem a little repetitive, but they are so effective. You know the technique of the KAMEHAMEHA but you are best at close combat!



SKY X ATTACK	(HOLD) + + + + ○
JUMPING SPARK	+ + ○
FLYING POWER KICK	+ + + + ○
HURRICANE SWEEP	+ + ○
RENZOKU ENERGY DAN	+ + ○
ENERGY CONCENTRATION	(HOLD) + + ○
KAMEKAME HA	+ + ○
ULTRA KAMEKAME HA	+ + ○

---

SUPER ELBOW SMASH + + ○

---

REVERSE TORNADO + + ○

---

POINTED CHARGE + + ○

---

LIGHTNING KICK (HOLD) + + ○

---

RENZOKU ENERGY DAN + + ○

---

BUSTER CANNON JUMP + + + + ○

---

UNFOLDING BEAM + + ○

---

FINISH BUSTER + + ○

## KID TRUNKS®

You will never be beaten by an adult! So hit them, hit them, and hit again!

VEGETA's blood runs through your veins. You have inherited your father's temper. You may only still be a child, but you fight with the same pride and self-confidence as he! You are not afraid of those larger than you — on the contrary! You swoop down on your enemies, whatever their size, and floor them with your SUPER ELBOW SMASH or LIGHTNING KICK!



## GOTENKS™

A fusion of two super warriors, you would be invincible — if only you didn't let it go to your head so much!

KID TRUNKS and GOTEN can merge using a secret technique given to them by the inhabitants of Metamole. And the result is a super fighter who has KID TRUNK's attack strength and GOTEN's technique. You are so proud that you like to show off during combat and the names that you have given to your special moves prove how much you value them! They may seem extravagant, but with good reason: Each one is very powerful. Block your opponent's movements and try to use the SHINE SHINE MISSILE!



BOAR ATTACK	(JUMP) + + + + ○
PRODIGAL SUPER PUNCH	(HOLD) + + + + ○
YOU'RE DEAD KICK	+ + ○
SUPER BRILLIANT KICK	+ + + + ○
JURY'S VERDICT	+ + ○
CLEAN SLATE	+ + ○
SHINE SHINE MISSILE	+ + ○

## TRUNKS®

You charge, you hit! Terrify your opponents — they have nowhere to hide!

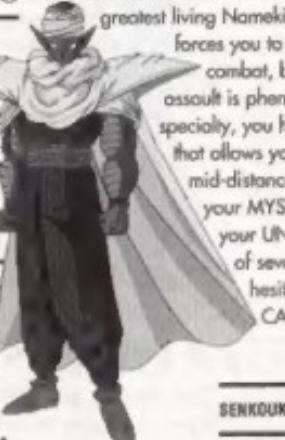
When FRIEZA and his father came to earth to seek vengeance, you suddenly appeared to destroy them with unexpected ease. When you were small, you were aggressive and foolish, but now that you are an adolescent, you seem to have reached a certain maturity. You have endurance in combat and great mastery of movement that is not unlike that of GOKU. At mid-distance, you are very powerful with your energy balls: An ENERGY JET or BURNING ATTACK inflicts serious damage on your opponent before you finish them off with a TERMINAL ASSAULT.



MYSTICAL JET				
HALO STOMP				
SUPersonic KICK				
KNEE UPPERCUT				
RENZOKU ENERGY BAN				
UNFOLDING MYSTERY				
SPECIAL BEAM CANNON				
DEATH JET				

**PICCOLO™**

**Destabilize your opponent! Launch surprise attacks from a distance!**



al of GOKU and sensei of GOHAN, you are the last living Namekian fighter. Your relative slowness forces you to keep your distance and avoid close combat, but the power you can put into an assault is phenomenal. As hand-to-hand is not your specialty, you have developed a personal technique that allows you to keep your opponent at mid-distance and take them by surprise using your MYSTICAL JET or immobilize them using your UNFOLDING MYSTERY. You are master of several energy ball techniques. Do not hesitate to use your SPECIAL BEAM CANNON or your DEATH JET!

**KRILLIN®**

You attack and withdraw without giving your opponents the chance to react!

Your strength and defense have a few weak points, and close combat is not your preferred method of battle. Thanks to your quick movements and technique, you always manage to keep your distance. Your continual coming and going eventually wears your opponents out. Annoy them! Then you can finish them off with a DESTRUCTO DISK!



SENKOUEKEN	
SHOCKWAVE KICK	+  +  +
GARIU KICK	+
DIVING KICK	JUMP  +  +
RENZOKU ENERGY DAN	+
REVERSE KAMEHAMEHA	
TAIYOKEN	+  +
KAMEHAMEHA	
DESTRUCTO DISK	

DRAGON'S MOUTH	◎ (APC)
HAMMERHEAD	⊕ + ⊕ + ⊕ + ⊕
SUPER KNEE UPPERCUT	⊕ + ⊗
RENZOKU ENERGY DAN	⊕ + ◎
MYSTERY RAY	⊕ + ⊕ + ◎
TAIYOKEN	⊕ + ⊕ + ◎
DODONPA	⊕ + ◎
CONVERGING BEAM	⊕ + ◎

TIEN

You have an excellent defense and a highly tuned technique. Do not give your opponent the chance to get through. Attack!

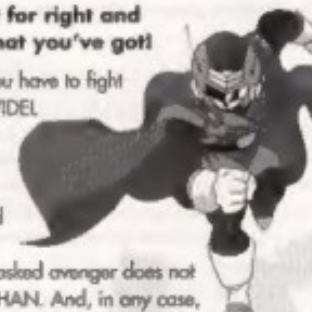


With training, you have reached a very high level of defense. This is because you know very well that the strength of your normal attack is not very great. In close combat, this is even more important. Effectively block the attack of your opponent and keep your distance with a MYSTERY RAY or TAIYOKEN: You can then jump in with some powerful techniques such as the DODONPA or the CONVERGING BEAM. Make the most of your solid defenses to make some decisive blows against your enemy—surprise them with your counterattacks!

**GREAT  
SAYAMAN®**

**Be a super hero! Fight for right and justice! Show them what you've got!**

You are still in school, so you have to fight behind this mask: Neither VIDEL nor the others must know.... But above all, you love wearing this get-up! With varied techniques of a good level, GOHAN is not very strong in the attack. Our masked avenger does not have the experience of GOHAN. And, in any case, not in the manga or TV series. Luckily, you are a good potential GOHAN. So forward, avenger!

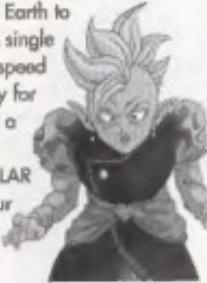


VICTORY UPPERCUT		
SUPER-HERO PUNCH		
JUSTICE KICK	(JUMP)	
DOUBLE AVENGER KICK		
ENERGY DIRECT		
INTERGALACTIC CANNON		
KAMEHAMEHA		
ULTRA KAMEHAMEHA		

# SUPREME KAI™

Your movements are super-fast— make the most of them to follow one attack with another!

Ruler of the Kai, you have come down to Earth to prevent the resurrection of MAJIN BUU. A single attack of yours is nothing special, but the speed and lightness of your legwork make it easy for you to run rings round your opponent like a butterfly and sting like a wasp. You sense danger? Stop the assault with your CIRCULAR DISENGAGEMENT! Block attacks with your IMMOBILIZER, then finish off your opponent with a QUADRUPLE GOD KICK or CRAZED ASSAULT!



CIRCULAR DISENGAGEMENT	+	+	+	+	+	◎
CRAZED ASSAULT	+	(HOLD)	+	+	◎	
QUADRUPLE GOD KICK	+	+	+	+	◎	
RENZOKU ENERGY DAM	+	+	+	◎		
IMMOBILIZER	+	(HOLD)	+	+	◎	
SHOCKWAVE	+	+	+	◎		
ENERGY PUSH	+	+	+	◎		
GODS ASSAULT	+	+	+	◎		

SUPER ELBOW SMASH

+

+

◎

HAMMER OF VEGETA

+

+

+

+

◎

DIVE SLASH

+

+

+

+

+

◎

KICK SLASH

+

+

+

+

◎

EXPLOSIVE BREAKER

+

+

+

+

◎

CAILICK GUN

+

+

◎

BIG BANG ATTACK

+

+

◎

FINAL FLASH

+

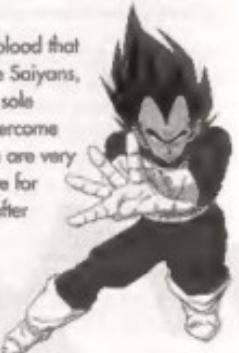
+

◎

## VEGETA®

Your wide-ranging technique gives you enormous destructive power! They are all worms compared to you!

With the honor and pride of the royal blood that runs through your veins as prince of the Saiyans, you have multiplied your training for a sole purpose: To gain a strength that will overcome GOKU! The various techniques you use are very powerful and few opponents will survive for long if you are allowed to inflict blow after super-powerful blow! Hit with the HAMMER OF VEGETA or the KICK SLASH, then punch and punch with hand-to-hand fury!



# ZARBON™

You live for the beauty of the fight... yours! You are devoted to the art of combat— your own!

FRIEZA'S right-hand man, you are of a size to rival VEGETA but, proud of your beauty, you cannot stand the idea of being hit in the face. Your special moves are all aimed toward this vain obsession: Powerful and magnificent, they are nonetheless limited if you rely on them alone. Use a clever mixture of normal techniques and close combat to achieve the beauty of an efficient fight!

PURPLE CIRCLE

+

+

+

◎

SUPER FOOTSLIDE

+

+

◎

COSMIC ENERGY FLASH

+

+

◎

PINKYE BREAKER

+

+

◎

STAR HAIL

+

+

◎

DESTRUCTIVE SPHERE

+

+

◎

## RECOOME™

Your attacks are extremely deadly. Nothing can stop them!

You are the strongest member of the GINYU FORCE! Although you have energy ball techniques, such as your ERASER CANNON, you only show your true strength in close combat. Get near your opponent and grab them, then finish them off with a MAHHA ATTACK or a CATAPULT!



## CAPTAIN GINYU™

Confuse your opponent with your eccentric poses! They will not have the time to realize your true power!

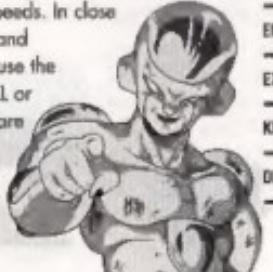


You are leader of the force that carries your name and it is the most powerful unit in FRIEZA's army. You have an extraordinary capacity to exchange bodies with anyone who looks you in the eye. And although you spend your time adopting extravagant postures, your combat technique is more orthodox. A good fighter, you know how to combine hits, blocks and energy jets and you have no special fighting distance, making anybody a suitable opponent!

## FRIEZA®

**Distance no object! Near or far, your opponent has no chance!**

A natural born killer, you want to overcome the entire universe. You have a slim body and you are so good at manipulating your tail like a whip that you can kill with one hit. You are also capable of attacking at terrifying speeds. In close combat, use your INFERNAL DIVE and TAIL SMASH. While at a distance, use the destructive power of the KILLER BALL or the DEATH BALL! In any case, you are not disadvantaged at a distance! Your opponent will never have the chance to react!



DYNAMITE PUNCH

CROSS-HIT SURPRISE TACKLE

PROCESSED POWER CRUSH

PARMESAN SHOWER

MILKY CANNON

PAINFUL AWAKENING

GINYU DYNAMITE BLAST

## ANDROID 18™

You are the Goddess of Destruction! You launch one attack after the other without stopping!

An android designed by the mad DR. GERO, you live only to kill and destroy. Using your light weight to your advantage, you know how to efficiently make numerous attacks one after the other. At close range, you disarm your opponent with a number of kicking techniques. If a gap appears between you, however, just aim at your opponent's legs with your ENERGY JET to knock them over. Use your speed and your opponent will be beaten before he knows it.



FLYING HEAD GRAB

GRACEFUL REVOLUTION

GRACEFUL ORBIT

POWER FALLING STAR

ENERGY JET

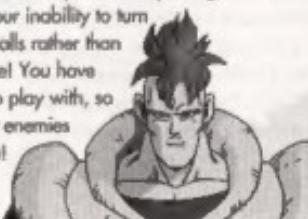
ENERGY BALL

POWER BLITZ

## ANDROID 16™

**Your entire body is made of revolutionary technology!**

The 16th android designed by DR. GERO, you are different from ANDROIDS 17 and 18 in that you are only made of pure mechanics. Little attacks here and there make no mark on your hard exterior. You are an excellent attacker thanks to your strength. These advantages are somewhat compromised by a slight slowness of movement and your inability to turn around quickly. Use energy balls rather than hits: You are best at a distance! You have many energy jet techniques to play with, so keep your distance from your enemies and you will be most effective!



SUPER-POWER DIRECT ATTACK

DESTRUCTIVE TACKLE

ROCKET PUNCH

HYPER CANNON

LASER EYES

ENERGY CONCENTRATION

MEGA ENERGY BOMB

HELL FLASH

## CELL™



Your name spells fear! You have reached perfection: You are the embodiment of evil and destruction!

A perfect android created from GOKU'S DNA, you also contain cells from PICCOLO and VEGETA, making you even more powerful. Cells from ANDROIDS 17 and 18 complete this picture of perfection... You have the perfect fighting body! You can use the five energy balls and jets at your discretion, making it easy to prevent any attack. But you are just as powerful in close combat with your height, as you tower over most of your opponents.

FURY BLADE     

DOUBLE FURY     

SARABA BREATH      (HOLD)

DEMONIC SPEAR     

ENERGY BREATH     

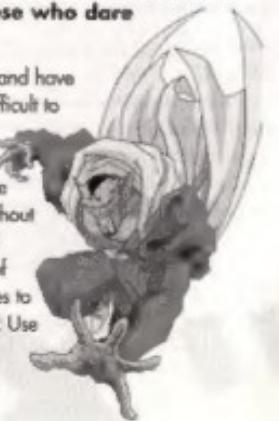
HAPPY BOMB     

FLAMES OF PAIN     

BATTERING RAM	
ROCKSLIDE TACKLE	
CLIMBING ATTACK	
NEGATIVE POWER RAIN	
ENERGY CONCENTRATION	
DEATH BEAM	
KIENZAN	
KAMEHAMEHA	

## DABURA™

With your evil sword and the Flames of Death as your allies, consume all those who dare resist you!



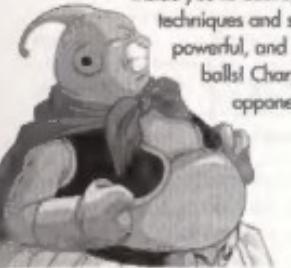
You are master of the Underworld and have come with BABIDI. You are very difficult to reach and stand well above most of the other warriors. And furthermore, you have a sword. Use it as a special weapon— attack without letting your opponent get too close! You can then use energy balls full of

devilish flames! But beware! Your size becomes a problem if your opponent manages to get right up to you and make for your legs! In that case, you only have one solution: Use combinations of normal buttons for close combat.

## MAJIN BUU™

Your misleading appearance hides an incredible giga-power! You are invincible at close range!

Evil has been done — BABIDI has revived you! And although you look inoffensive, comical even, you have enough power inside you to destroy the entire world! Your normal techniques and special moves are incredibly powerful, and you have many types of energy balls! Charge forward and finish off your opponent with a DESTROYER RAY.



BURNER	(READY)  DR
FAT HEADACHE	
SUPER FAT HEADACHE	
MAJIN BUU JUMPICK	(JUMP)
MAJIN BUU LOW KICK	
ENERGY SPLITTER	
HUNGRY MISSILE	(HOLD)
DESTROYER RAY	
MAJIN BREATH	

## SUPER BUU™

The purest and greatest incarnation of evil and power, you leave a trail of terror and destruction behind you!

You are evil personified — created from the very worst parts of MAJIN BUU, you cannot walk straight; you stagger as if drunk. But all to surprise your opponent! Your attacks are unpredictable and their power defies belief! You have very few special moves, but no matter! Each one is incredibly powerful! You are master of attacking, defending and speed: An all-round winner and the most monstrous power in the Universe!

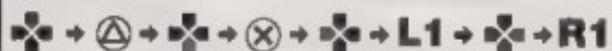


# DRAGON BALL Z

## ULTIMATE BATTLE 22 · 5

MASTER ROSHI® • KID GOKU® • SUPER SAIYAN 3 GOKU® • VEGETO® • HERCULE SATAN®

In addition to the 22 normal characters in the game, there are five extra characters: KID GOKU, MASTER ROSHI, HERCULE SATAN, SUPER SAIYAN 3 GOKU and VEGETO. You can unlock these characters by pressing the following combination of buttons at the title screen



After having entered the above code, you will hear a tone indicating that you have pressed the buttons correctly and that you can use the characters. The sound will be followed by a film showing the hidden characters. The title screen will then read Ultimate Battle 27. You must enter the unlock code each time you start the game.

### MASTER ROSHI®

MASTER ROSHI, master of all tortoises, knows all sorts of special attacks. When he unleashes his ELEPHANT PUNCH from behind, followed by a DRUNKEN TURTLE PUNCH, you must be very lucky to survive! He also uses various long-distance attacks, such as the MAXI KAMEHAMEHA and the MEGA DISCHARGE!



TWO-LEVEL KNEE HIT	↑ + ↓ + ↑ + ↓ + ○
DRUNKEN TURTLE PUNCH	↑ + ○
DRUNKEN TURTLE KICK	↑ + ○
ELEPHANT PUNCH	↑ + ○
TELEPORT	↑ + ↓ + ↑ + ↓ + ○
KAMEHAMEHA	↑ + ○
MEGA DISCHARGE	↑ + ○
MAXI KAMEHAMEHA	↑ + ○

FISTS OF FURY	↑ + ○
MAGIC STICK	↑ (hold) ↑ + ○
FLYING KAMEHAMEHA	jump ↑ + ↓ + ○
ROCK	↑ + ↓ + ○
PAPER	↑ + ↓ + ○
SCISSORS	↑ + ↓ + ○
KAMEHAMEHA	↑ + ○
DIRECTED KAMEHAMEHA	↑ + ○

### KID GOKU®

The various attack techniques of GOKU have very nice names linked with the attack techniques that he used when he was young and innocent but, like SUPER SAIYAN 3 GOKU himself, these attacks are ferocious! GOKU's specialty is close combat, so attack your opponent with the FLYING KAMEHAMEHA while approaching them, then finish them with the FIST OF FURY! GOKU also uses the MAGIC STICK attack.



### SUPER SAIYAN 3 GOKU®

The third transformation, the final and strongest form ever taken on by GOKU has devastating kicking attacks. His DOUBLE FORWARD FLIP attack is almost unbeatable! SUPER SAIYAN 3 GOKU is one of the strongest warriors with some of the fastest special attacks!



HYPER ELBOW SMASH	↑ + ○
DOUBLE HALO STOMP	jump ↑ + ↓ + ○
FORWARD FLIP	↑ + ○
BACKFLIP	↑ + ○
DOUBLE FORWARD FLIP	↑ + ○
ENERGY CONCENTRATION	↑ (hold) ↑ + ○
KAMEHAMEHA	↑ + ○
ULTRA KAMEHAMEHA	↑ + ○

# VEGETO™

VEGETO SUPER KICK

PERFORATING SPINNER

HALO SMASH

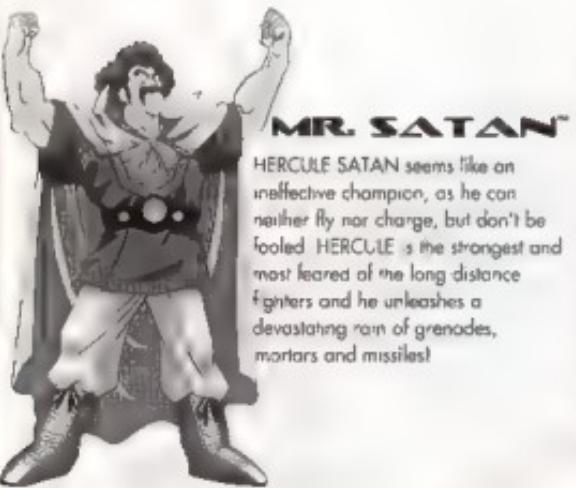
CONVERGING BREATH

TELEPORT L1 +

GALACTIC DONUTS

CHOU KAMEHAMEHA

VEGETO is really the strongest of all the warriors. GOKU and VEGETA rolled into one! His attacks, from TELEPORT to energy discharges such as the FINAL CHOU KAMEHAMEHA, are irresistible! If you cannot beat VEGETO, keep training.



## MR. SATAN™

HERCULE SATAN seems like an ineffective champion, as he can neither fly nor charge, but don't be fooled. HERCULE is the strongest and most feared of the long distance fighters and he unleashes a devastating rain of grenades, mortars and missiles!

ROLLING ATTACK

VOLCANIC STING

FEARFUL FIST

DYNAMITE KICK

SPECIAL GRENADE

SPECIAL BAZOOKA

MEGATRON SPECIAL MORTAR

MEGATRON SPECIAL MORTAR MISFIRE

FOUR MISSILE LAUNCH

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13110 NE 177th Place  
Suite # B101, Box 180  
Woodinville, WA 98072-9965  
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